

ABOUT RENEGADE KID

Renegade Kid was formed in early 2007 by video game industry veterans Jools Watsham and Gregg Hargrove. Having both developed video games for over 14 years, and contributed to the creation of over 20 published titles, their hunger grew for creative independence. Jools and Gregg first talked about starting their own company more than 10 years ago, over a spot of lunch one day. It took a little while to make the leap into autonomy, but it couldn't have happened at a better time. Renegade Kid's goal is to develop great games that are enjoyed by the public and critics alike, and they couldn't be happier to start their journey with the fabulous folks at Gamecock Media Group.

EmuMovies

CREATED BY



PUBLISHED BY



GAMECOCK MEDIA GROUP
109 E. 10th Street
Austin, TX 78701
PRINTED IN USA

NINTENDO DS™

DEMENTIUM™

THE WARD

INSTRUCTION BOOKLET



PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

**Convulsions
Altered vision**

**Eye or muscle twitching
Involuntary movements**

**Loss of awareness
Disorientation**

- To reduce the likelihood of a seizure when playing video games:
 1. Sit or stand as far from the screen as possible.
 2. Play video games on the smallest available television screen.
 3. Do not play if you are tired or need sleep.
 4. Play in a well-lit room.
 5. Take a 10 to 15 minute break every hour.

WARNING - Radio Frequency Interference

The Nintendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS within 9 inches of a pacemaker while using the wireless feature.
- If you have a pacemaker or other implanted medical device, do not use the wireless feature of the Nintendo DS without first consulting your doctor or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and on board aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- When using the stylus, you do not need to grip it tightly or press it hard against the screen. Doing so may cause fatigue or discomfort.
- If your hands, wrists, arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists, arms or eyes during or after play, stop playing and see a doctor.

WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS.

If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and see a doctor.

To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration, or liquids.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

Important Legal Information

This Nintendo game is not designed for use with any unauthorized device. Use of any such device will invalidate your Nintendo product warranty. Copying of any Nintendo game is illegal and is strictly prohibited by domestic and international intellectual property laws. "Back-up" or "archival" copies are not authorized and are not necessary to protect your software. Violators will be prosecuted.

The official seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

Nintendo does not license the sale or use of products without the Official Nintendo Seal.



THIS GAME CARD WILL WORK
ONLY WITH THE NINTENDO DS™ VIDEO
GAME SYSTEM.

⚠ CAUTION - Stylus Use

To avoid fatigue and discomfort when using the stylus, do not grip it tightly or press it hard against the screen. Keep your fingers, hand, wrist and arm relaxed. Long, steady, gentle strokes work just as well as many short, hard strokes.



CREATED BY



PUBLISHED BY



© Renegade Kid LLC. All Rights Reserved.
Renegade Kid and Dementium: The Ward are
trademarks of Renegade Kid LLC. Gamecock Media
Group ©2007. All Rights Reserved. All other trade-
marks are property of their respective owners.



NINTENDO, NINTENDO DS AND THE OFFICIAL SEAL ARE TRADEMARKS OF NINTENDO.
© 2006 NINTENDO. ALL RIGHTS RESERVED.

DEMENTIUM™

THE WARD

Gamecock Media Group wants you to know that we did not make this game.
An awesome new development shop in Austin, TX, called **Renegade Kid**, made it.
Please check out the back cover for info on them and visit renegadekid.com.
We're just sayin...

TABLE OF CONTENTS

ADMITTANCE	5
BASIC CONTROLS	5
GAME CONTROLS	6
In the Menus	6
In the Game	6
INTRODUCTION	7
THE GAME	7
Starting a Game	7
Continuing a Game	7
Main Gameplay Screen	8
Options	9
In-game Interface	10
Open Doors	10
Examine, Take, Use	10
Aiming	10
Health	10
Selecting Weapons	11
Notepad	11
Map	11
Items	11
CREDITS	12
WARRANTY	14

ADMITTANCE

To begin playing, insert the Dementium: The Ward™ DS Game Card into your Nintendo DS™ system and push the Power Button.

BASIC CONTROLS



GAME CONTROLS

The use of the Stylus is required for this game. The buttons control your character's movement and weapon use, but all other actions are performed with the Stylus on the Touch Screen.

MENU CONTROLS

Touch Screen: Touch choices to select.

+Control Pad: Scroll through different choices.

A Button: Select a choice.

B Button: Return to the previous screen.

GAME CONTROLS

NOTE: "*" indicates left-handed controls.

Left-handed (TYPE 2) controls can be chosen in the Options menu.
(See page 9 for Options.)

+Control Pad: Move. * Use the X Button to move forward, the B Button to move backward, the Y Button to strafe left, and the A Button to strafe right.

L Button: Use weapon. * Use the R Button to use weapon.

R Button: Toggle between flashlight and previous weapon.

* Use the L Button to toggle between flashlight and previous weapon.

Touch Screen: Aim, examine, take and use objects, change weapon and access notepad, map, items screen and options menu.

START: Options menu.

INTRODUCTION

You wake up alone, in the dark, only to find yourself in a mysterious, derelict hospital that appears to be frozen in time. You have only vague memories of who you are and no memory of the events that have brought you to this eerie place.

As you move through the dark halls and encounter horrible creatures you will uncover clues that recall your scattered memories and uncover a truth that is more horrifying than even the gruesome Redmoor Hospital.

Welcome to Dementium: The Ward™.



THE GAME

STARTING A GAME

On the title screen, touch the Touch Screen to begin.

When playing for the first time, select one of the two files (A or B) available. Your game will be saved to the file you select.



CONTINUING A GAME

When a file contains previously saved data, the current chapter and total play time will be displayed. Load your data to continue where you left off.

After a save file has been created, you can delete the data. Note that once you delete saved data, it is gone forever.

MAIN GAMEPLAY SCREEN

The Main Gameplay Screen displays your point of view.

1. Sight: Aim your attacks and look around.

2. Ammunition Counter: Check how much ammunition remains in the currently selected weapon if applicable.

3. Action Icon (Context Specific): When different in-context actions (such as examining an object) are possible, touch the displayed icon to perform the action.

4. Heart Monitor: Indicates your current health status. Green and a normal heart rate indicate good health level, yellow and a quick heart rate indicate medium health level, and red and a fast heart rate indicate low health level.

5. Health: Your current health level. If the health gauge becomes empty, the game is over.

6. Weapon Icons: Touch here to change your weapon.

7. Notepad: Touch here to access the notepad. (You must collect the notepad before you can view the notepad.)

8. Map: Touch here to access the map and display your current location. (You must collect a map before you can view the map.)



9. Items Screen: Touch here to access the items screen.

10. Options Menu: Touch here to access the options menu.

OPTIONS

To access the Options menu, touch the Options icon or press START during gameplay.



Control Type: Set the control type to TYPE 1 or TYPE 2 (see pages 5 and 6 for Basic Controls and Game Controls). The default setting is TYPE 1.

Y Axis Invert: Set the Y axis invert to OFF or ON. Choosing ON will invert the vertical axis controls (sliding your stylus Up results in you looking down). The default setting is OFF.

Brightness: Set the brightness to NORMAL, BRIGHT, or BRIGHTER. The default setting is NORMAL.

Heartbeat: Set the heartbeat volume to NORMAL, QUIET, or OFF. The default setting is NORMAL.

Music: Set the background music volume to NORMAL, QUIET, or OFF. The default setting is NORMAL.

Quit: Choose from SAVE & QUIT, RESTART CHAPTER, and CANCEL.

Resume: Return to game.

IN-GAME INTERFACE

ACTION ICONS (Context Specific)

When different in-context actions (such as examining an object) are possible, touch the displayed icon to perform the action.

OPEN DOORS

Touch the Open icon to open a door. Some doors will require a key or other item to be collected before they can be opened.

EXAMINE, TAKE AND USE OBJECTS

Touch the Examine icon to examine an object. Some special objects can also be taken or used. Touch the Take icon to take an object. Touch the Use icon to use an object.

AIMING

To aim or look around, drag the stylus on the heart monitor area on the Touch Screen.

HEALTH

The health gauge on the Touch Screen shows your remaining life. If you receive damage, a red overlay appears around the edges of the upper screen, and the health gauge will decrease, slowly turning from green (safe), to yellow (caution), to red (danger). If the gauge becomes empty, you die and you must try again from an earlier starting point.

SELECTING WEAPONS

Touch the desired weapon icon to replace your currently selected weapon. For the weapons that use ammunition, the remaining ammunition is displayed in the bottom left corner of each weapon icon.

NOTE: To use the sniper rifle, use the +Control Pad Up to zoom in, and Down to zoom out. (If you are using left-handed controls, use the X Button to zoom in, and the B Button to zoom out.)



NOTEPAD

To access your notepad, touch the Notepad icon during gameplay. You can take up to two pages of notes and sketches.

NOTE: You must collect the notepad before you can view the notepad.

MAP

To access your map, touch the Map icon during gameplay.

NOTE: You must collect a map before you can view the map.



ITEMS

To access the items screen, touch the Items icon during gameplay.

CREDITS

CREATED BY RENEGADE KID

Game Director and Producer

Jools Watsham

Art Director

Gregg Hargrove

Technical Director

Bob Ives

Game and Level Design

Jools Watsham

Environment Art

Gregg Hargrove

Engine, Game and Tools Programming

Bob Ives

Music Composition

Jools Watsham

Gareth Vilday

Audio Effects

Jools Watsham

Character Artists and Animators

Gregg Hargrove

Aaron Marroquin

Noah Li

Sean McIntosh

Kevin Fung

Ulysses Games

Interface Art and Design

Michael Veroni

Jools Watsham

Gregg Hargrove

Quality Assurance and Bug Testing

Aspyr Media, Inc.

Very Special Thanks

Suzanna and

Sammy Watsham

Pat Hargrove

Arancha Moya

K-9

Chris Brower

Ian Ford

Mat Kraemer

Bill Swartz (Woof)

Brandon Sheffield

EtEiO

Very Special Message

Renegade Kid *loves* Gamecock!

CREDITS

PUBLISHED BY GAMECOCK MEDIA GROUP

El Presidente

Harry Miller

Spiritual Advisor to the Hardcore

Mike Wilson

Dar Kommissar

Rick Stults

Executive Producer

Tim Hesse

Vice President of Sales

Steve Escalante

Vice President of Marketing

Richard Iggo

Office Administration (and Mom)

Lynair Borsch

Production Droid / Guts Wrangler

Kirk Johnson

Gory Stillmaker

Sundae

Corpse Coordinator

Jason Livergood

PR

Sandbox Strategies

Rob Fleischer

Corey Wade

Jay Fitzloff

John Kopp

Bill Linn

Design

FS77

Jenny Jemison

Bill Nadalini

Head Wound Model

Russ Hughes

Wound Design

Dr. Gary Steinberg

WARRANTY

Gamecock Media Group Limited Warranty

Gamecock Media Group warrants the original purchaser that this product is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. Gamecock Media Group is not liable for any losses or damages of any kind resulting from the use of this product. If the product is found to be defective within the ninety (90) day warranty period, Gamecock Media Group agrees to repair or replace the product at its option for free of charge. This warranty is not applicable to normal wear and tear, and shall be void if the defect in the product is found to be as a result of abuse, unreasonable use, mistreatment, or neglect of the product.

Limitations

This warranty is in place of all other warranties and no other representations or claims of any nature shall be binding on or obligate Gamecock Media Group. Any implied warranties applicable to this product, including warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Gamecock Media Group be liable for any special, incidental or consequential damages resulting from possession, use or malfunction of this Gamecock Media Group product. Some states do not allow limitations as to how long an implied warranty lasts and/or exclusions or limitations of incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights that vary from state to state.

Notice

Gamecock Media Group reserves the right to make improvements in its products at any time and without notice. The manual and the software described in this manual are copyrighted All Rights Reserved. No part of this manual or the described software may be copied, reproduced, translated, or reduced to any electronic medium or machine readable form without the prior written consent of Gamecock Media Group.

Returns Within The 90-Day Warranty Period

Please return the product along with a copy of the original sales receipt, showing the date of purchase, a brief description of the difficulty you are experiencing, and you name, address, and phone number to: Gamecock Media Group, 109 E. 10th Street, Austin TX 78701, attention Warranty Replacements. If the product was damaged through misuse or accident, or if you do not have a dated receipt, this ninety (90) day warranty is rendered void. We recommend sending product via certified mail. Gamecock Media Group is not responsible for products not in its possession.

Technical Support

If you need technical assistance with this product, visit us at www.gamecockmedia.com/support or call us toll-free at (877) 572-2211 Monday through Friday between 9:00 A.M. and 5:00 P.M. Central Standard Time. No hints or codes are available from this line.